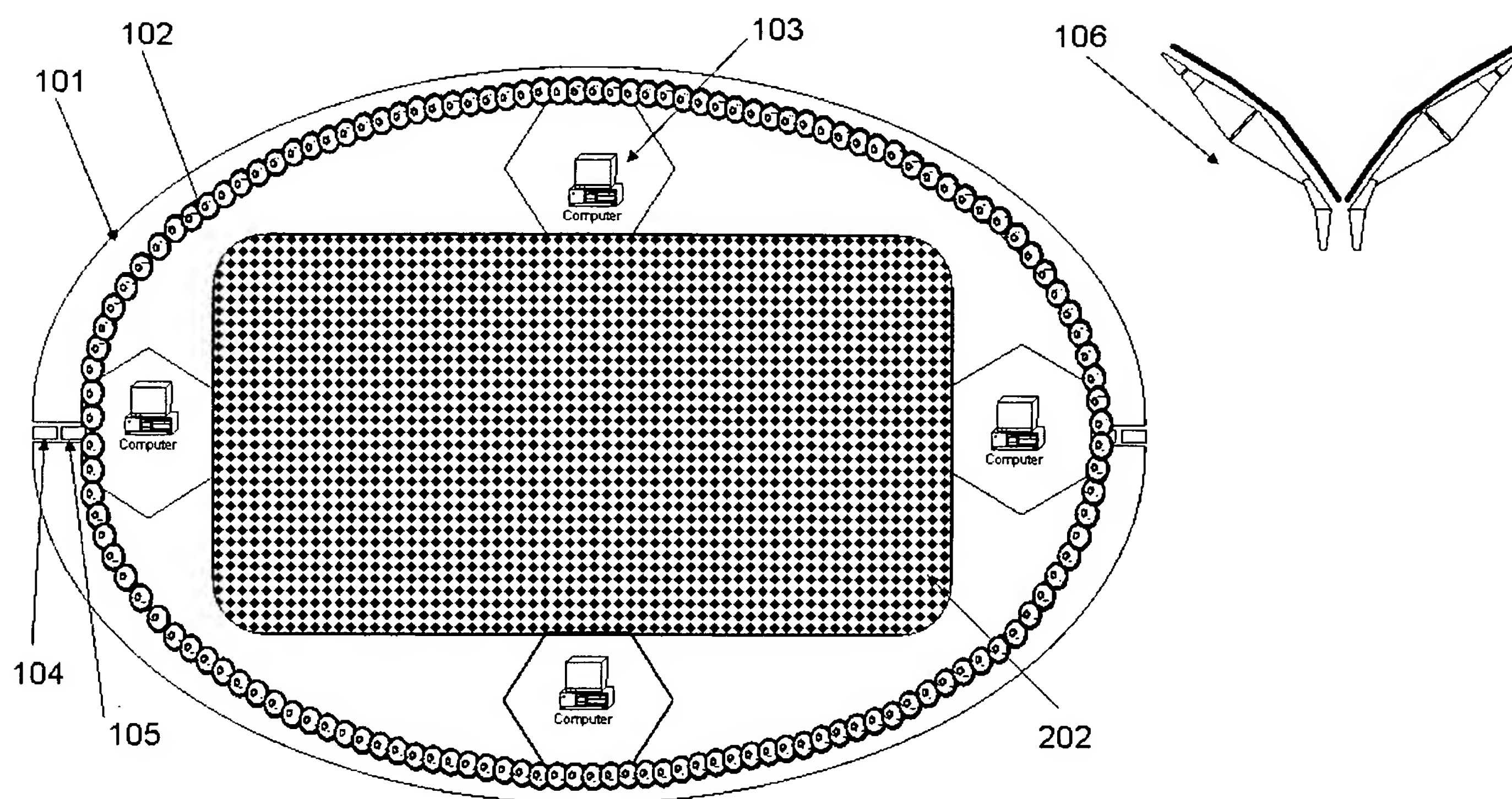


DRAWINGS

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FIG. 1: The Apparatus – a location-based system



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FIG. 2: Inside View of the Apparatus

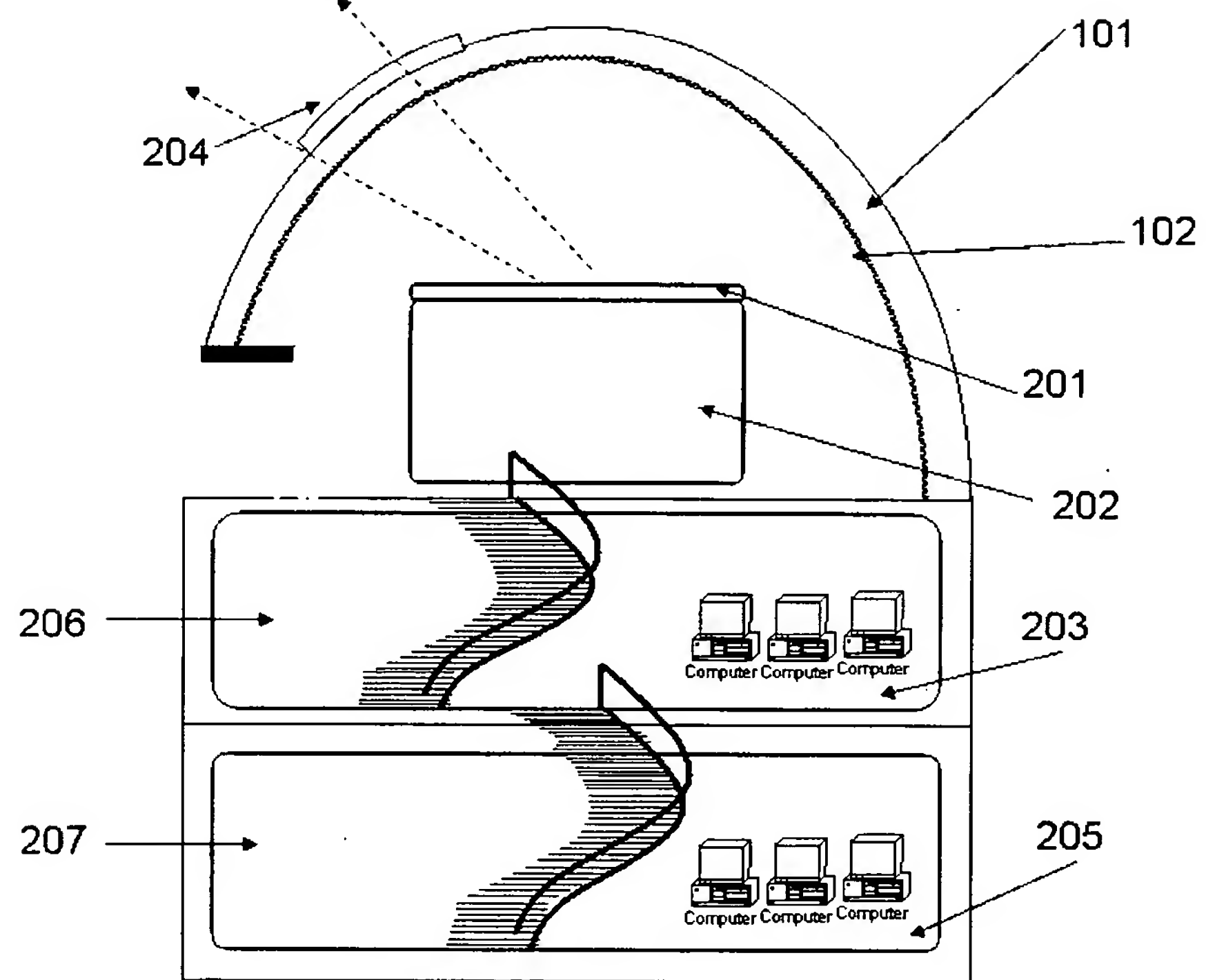


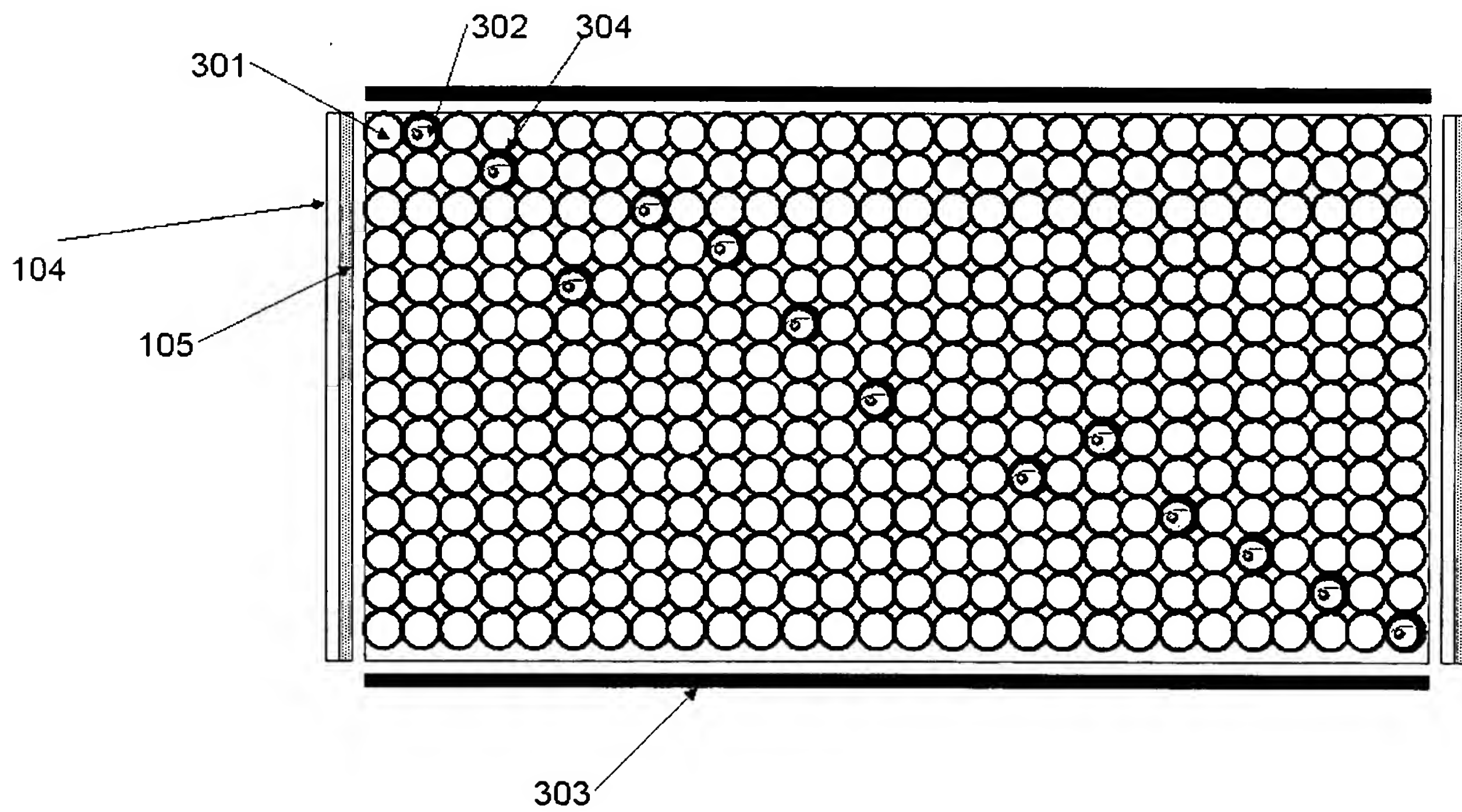
FIG 3. Block Diagram of The Physical structure of Projection Camera Wall

Fig. 4 Pictorial Illustration Of A Physical Environment Reflected In A Graphical Environment

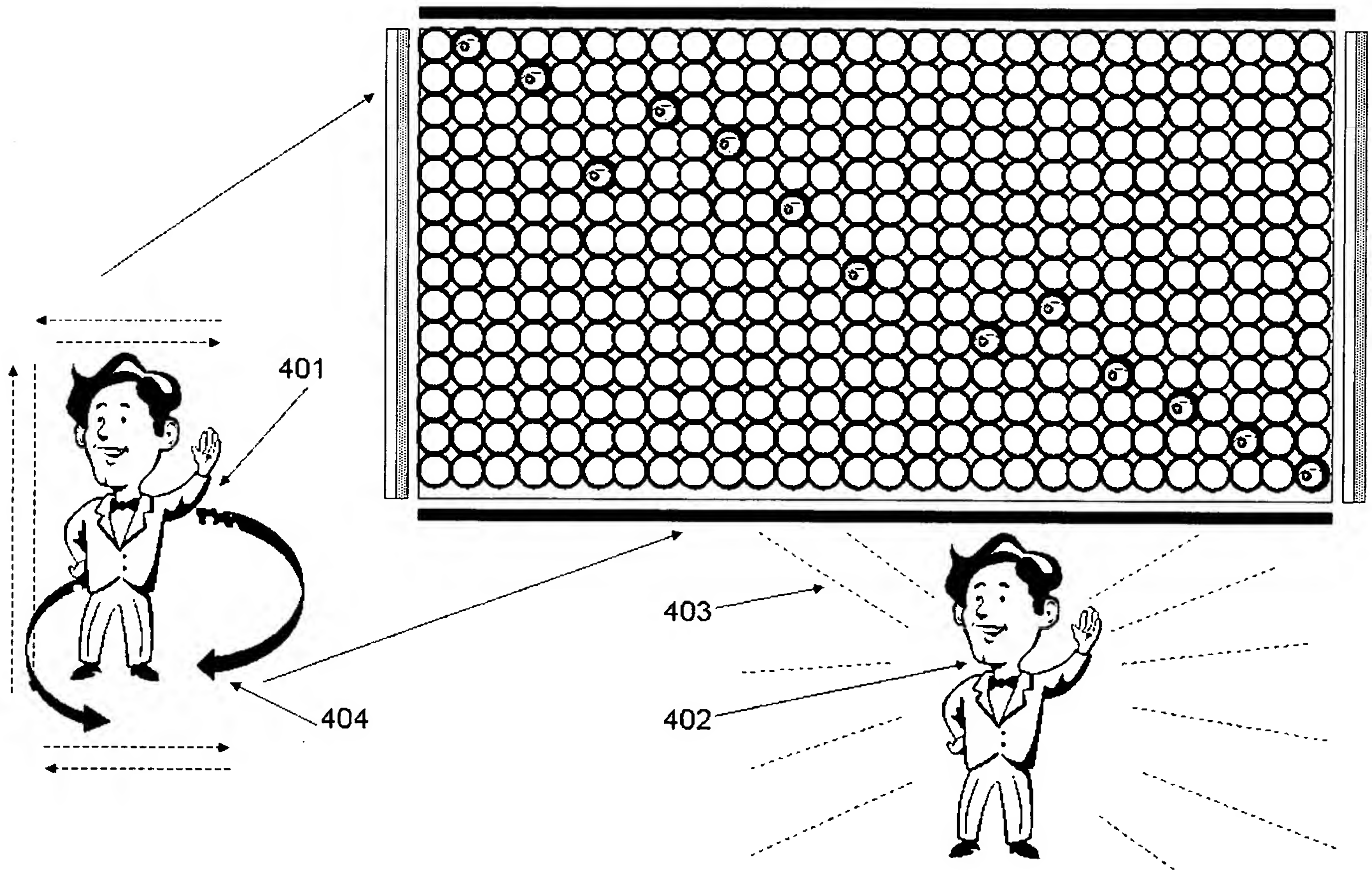


Fig. 5: Recording and Reproducing Interactivity

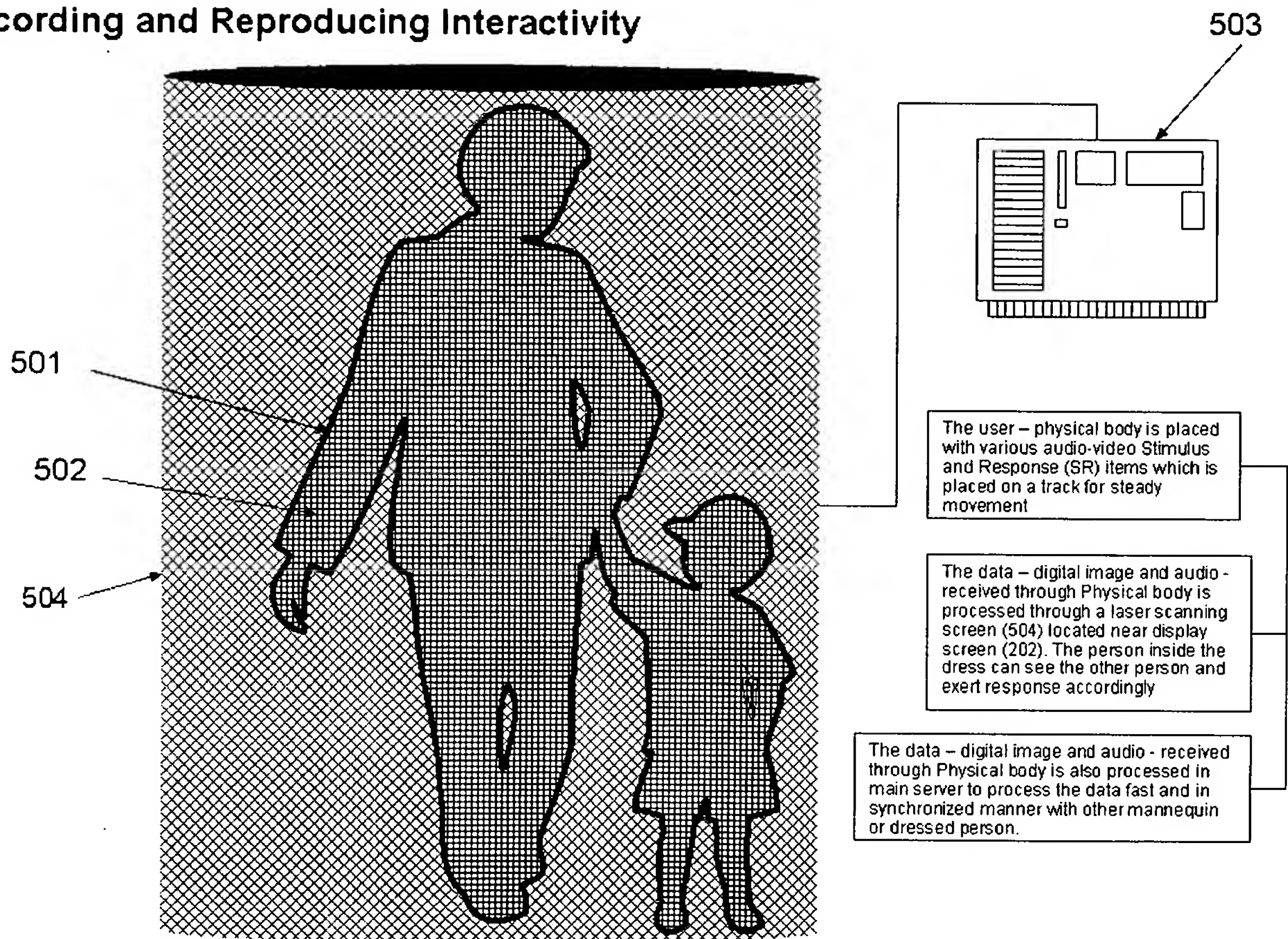


FIG. 6: Data Flow Diagram for Signal Processing

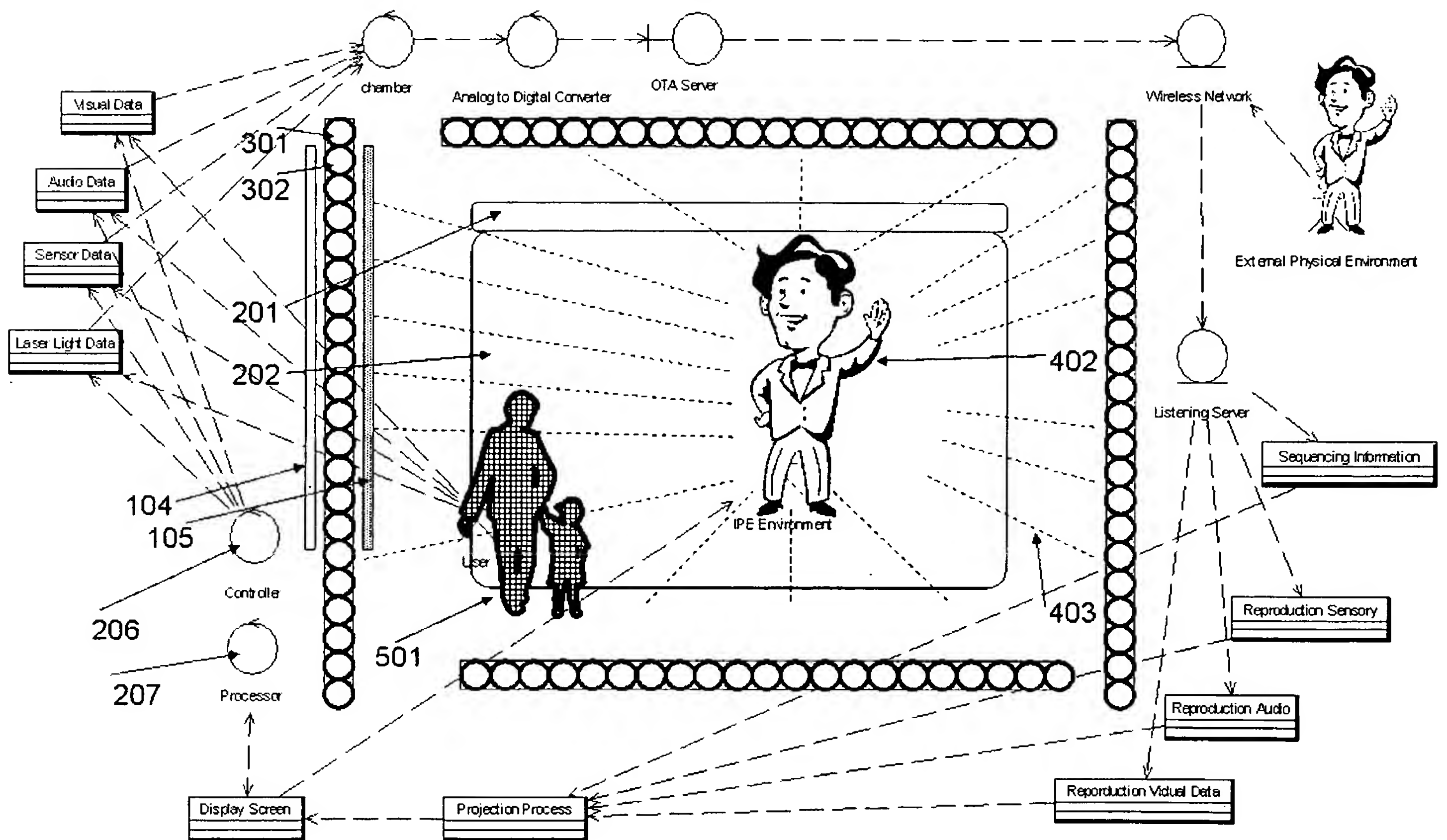


Fig. 7 Pictorial Illustration Of User Interactivity With The Environment

